

ABSTRACT OF THE DISCLOSURE

A game player who faces a game machine is captured by a camera, and the game player is individually identified based on the image. Personal information of the identified game player (information regarding a skill level of the player, information regarding the progress status of the game, information regarding the number of acquired tokens, and information regarding the growth status in raising games) is read out from data storage. Based on the personal information which has been read out, a game environment in accordance with the personal information of the game player is automatically set up. During the game, the game status is monitored, and based on the monitoring information, personal information of the game player is automatically generated and stored in the data storage.

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